Northumbria Research Link

Crossing the electronic divide – designing and implementing the electronic delivery of dissertation support

The Dissertation Game

Presented by:

Diane Sloan, Northumbria University

Elizabeth Porter, Northumbria University

Karen McCourt, University of Hertfordshire

Karen Robins, University of Hertfordshire

Presentation structure

- Methodology & findings

- The solution –about the Dissertation Game

- Background to the online development

- Demonstration

- Moving forward

Methodology

- Dissertation tutors - 2

- Dissertation supervisors - 30

- Post graduate students - 50

- Focus groups

- Questionnaire – staff/students

- Interviews – dissertation tutors

- Observation – dissertation lectures

Methodology

- **Student**

- Lack of understanding of:
- WHAT to do
  - learning and assessment criteria
- HOW to do it
  - appropriate English language functions e.g justifying choices; critically evaluating;

- **Staff**

- Students often failed to:
  - Show understanding of approach to research
  - Link topic to literature
  - Discuss findings
  - Link findings to literature review
  - Link conclusions to literature

The solution: new T&L materials- a game

– To increase their understanding of the learning and assessment criteria

– To be provided with models of language functions to meet criteria

• Matching exercise:

• Assessment criteria

• Examples of language functions

Background to the online development

Northumbria created content for Dissertation Game.

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Hertfordshire convert paper based materials into online format

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Students work independently online and learn the contents of the Dissertation Chapters.

- Using the rapid e-learning development tool: <u>Articulate</u>.

- Question formats are quite different online to paper based version, but content is the same.

- Transcript written by Northumbria, audio by Hertfordshire.

Demonstration

The Dissertation Game

Moving forward

- Carry out staff and student testing.

- Refine and amend as appropriate, carry out second round of testing if necessary.

- Produce support documents and screencapture videos.

- Carry out workshops and train staff on the Game.

CURRENT

- Promote to Business School staff and students in both Universities.

- Consider support database to capture the student results (currently students print or email – optional).

- Look at the wider perspective of use of the Game in other Faculties and other Universities.

- Publication.

LONG TERM

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Contact details

For more information on The Dissertation Game, please contact us:

Elizabeth Porter	*Northumbria University*	elizabeth.porter@northumbria.ac.uk
Diane Sloan	*Northumbria University*	diane.sloan@northumbria.ac.uk
Karen McCourt	*University of Hertfordshire*	K.McCourt@herts.ac.uk
Karen Robins	*University of Hertfordshire*	K.Robins@herts.ac.uk

Any Questions?